

## EDUCATION

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| <b>University of Maryland</b><br>Ph.D. in Computer Science, Advisor: Dr. Ming C. Lin                | College Park, MD<br>2021–Current |
| <b>NYU Tandon School of Engineering</b><br>M.S. in Computer Science, GPA: 3.97/4.00                 | Brooklyn, NY<br>2018–2020        |
| <b>University of Southern California</b><br>B.A. in Cinematic Arts (Concentration: Film Production) | Los Angeles, CA<br>2007–2011     |

## PUBLICATIONS

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- [1] **A. Gao**, Y.-L. Qiao, Y. Xu, Y. Feng, J.-B. Huang, and M. C. Lin, “Dynamic mesh-aware radiance fields”, *ICCV*, 2023.
- [2] **A. Gao**, Y.-L. Qiao, and M. C. Lin, “Neuphysics: Editable neural geometry and physics from monocular videos”, in *Conference on Neural Information Processing Systems (NeurIPS)*, 2022.
- [3] W. Han, H. Wu, E. Hirota, **A. Gao**, L. Pinto, L. Righetti, and C. Feng, “Learning simultaneous navigation and construction in grid worlds”, in *International Conference on Learning Representations (ICLR)*, 2023.

## RESEARCH EXPERIENCE

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| <b>Roblox</b><br>Research Intern <ul style="list-style-type: none"><li>– Supervisors: Dr. Hsueh-Ti Derek Liu, Dr. Mubbasir Kapadia, Maurice Chu</li><li>– Learning vector field-guided global parametrization for 3D mesh retopology.</li></ul>  | San Mateo, CA<br>Summer 2023          |
| <b>GAMMA Lab, University of Maryland</b><br>Research Assistant <ul style="list-style-type: none"><li>– Supervisor: Dr. Ming C. Lin</li><li>– Differentiable simulation and rendering, with applications in robotics and animation.</li></ul>   | College Park, MD<br>Fall 2021–Current |
| <b>CILVR Robot Learning Lab, New York University</b><br>Research Assistant <ul style="list-style-type: none"><li>– Supervisor: Dr. Lerrel Pinto</li><li>– Evaluated reinforcement learning algorithms on POMDP robotic additive manufacturing tasks.</li><li>– Studied learning-based methods for planning and control of articulated humanoids in simulation.</li></ul> | New York, NY<br>Fall 2020             |
| <b>Future Reality Lab, New York University</b><br>Research Assistant <ul style="list-style-type: none"><li>– Supervisor: Dr. Ken Perlin</li><li>– Designed and built prototype for Mixed Reality Classroom, a multiuser, multimodal AR education platform.</li><li>– Presented live demonstration in June 2019 at the Verizon 5G EdTech Summit.</li></ul>                | New York, NY<br>Spring 2019           |

## ACADEMIC SERVICE

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- Reviewer, NeurIPS 2023

## ADDITIONAL WORK EXPERIENCE

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| <b>Google</b><br>PhD Software Engineering Intern  | Mountain View, CA<br>Fall 2022           |
| <ul style="list-style-type: none"><li>– Supervisor: Dr. Peter Kimball</li><li>– Leveraging sun angle to improve offline device localization accuracy for location-based Augmented Reality.</li></ul>  |  |
| <b>Amazon Web Services (AWS Robotics)</b><br>Applied Scientist  | Arlington, VA<br>Feb. 2021–Aug. 2022     |
| <ul style="list-style-type: none"><li>– Supervisor: Dr. Sandipan Kundu</li><li>– Built simulation application to generate large-scale synthetic image data to train computer vision models.</li><li>– Analyzed image feature embeddings to quantify distance between real and synthetic image data.</li><li>– Applied differentiable rendering methods to reconstruct 3D object geometry from images.</li></ul> |  |
| <b>Amazon Web Services (AWS)</b><br>Software Engineering Intern   | Remote<br>Summer 2020                    |
| <ul style="list-style-type: none"><li>– Designed and implemented well-tested cryptographic time-stamping service for digital signing service.</li></ul>   |  |
| <b>AI Foundation</b><br>Software Engineering Intern   | San Francisco, CA<br>Summer 2019         |
| <ul style="list-style-type: none"><li>– Developed computer vision algorithm to generate facial textures for realistic 3D human avatars.</li></ul>   |  |
| <b>Mosaic</b><br>Motion Designer  | Los Angeles, CA<br>Aug. 2016 - Aug. 2018 |
| <ul style="list-style-type: none"><li>– Modeled, animated, and rendered motion graphics for film and advertising.</li></ul>   |  |

## SCHOLARSHIPS AND AWARDS

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| • Dean's Fellowship (University of Maryland)                       | 2021–2023 |
| • Graduate School of Engineering Scholarship (New York University) | 2018–2020 |
| • Presidential Scholarship (University of Southern California)     | 2007–2011 |
| • National Merit Scholar (NMSC)                                    | 2007      |
| • 1st Place, Pathfinder Award (AWS Robotics Hackathon)             | 2022      |

## SKILLS

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- **Programming Languages:** C++, Python, Java, C#, MATLAB
- **Mathematics:** Probability, Multivariable Calculus, Linear Algebra, Differential Equations, Geometry
- **Data Science / Machine Learning:** PyTorch, Tensorflow, Scikit-Learn, NumPy, Pandas
- **Computer Graphics:** OpenGL, Blender, Unreal Engine, Unity, Cinema 4D, ARCore, ARKit, OpenCV
- **Creative Software:** Adobe After Effects, Premiere, Photoshop, Illustrator

## TEACHING

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- **Teaching Assistant** at University of Maryland Spring 2023  
*Object-Oriented Programming II (CMSC132)*
- **Teaching Assistant** at University of Maryland Fall 2021  
*Introduction to Data Science (CMSC320)*
- **Teaching Assistant** at New York University Fall 2019, Spring 2020  
*Programming for Big Data Analytics (CS6513)*
- **Section Leader** at Stanford University Spring 2020  
*Code In Place (CS106A)*